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(56) Documents cited  
**GB A 2085734 GB A 2038192 WO A1 81/03622**  
**US 4557485 US 3939578**

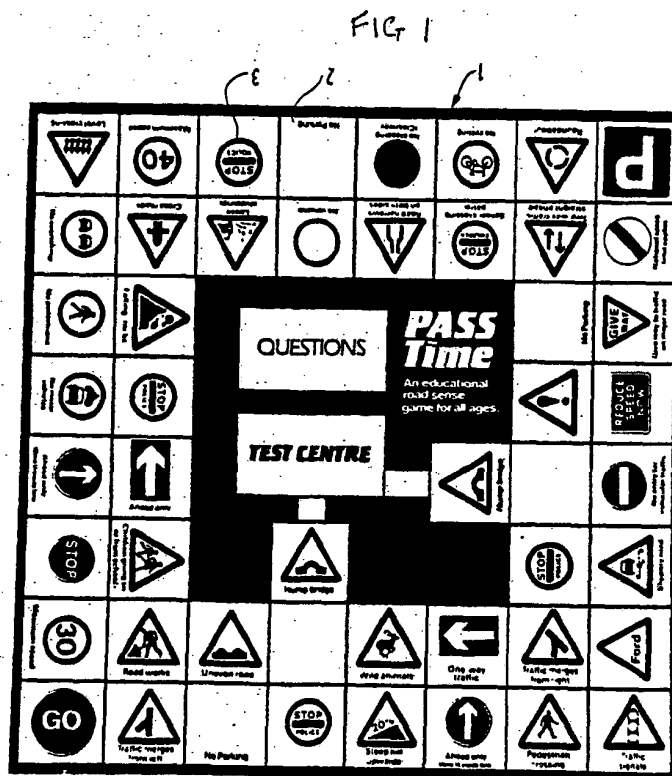
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**A63F**

(54) **Educational board game**

(57) The game comprises a playing board 1, marked with a sequential arrangement of symbols based on a theme (e.g. road traffic signs or markings), at least one die, respective playing pieces and a plurality of cards each marked with a different question relating to the theme.

As shown, the board 1 is divided into squares 2 arranged in lanes and each square 2 contains a road traffic sign 3, and players move according to directions on the square occupied by playing pieces and answer questions on the cards based on road traffic/safety.

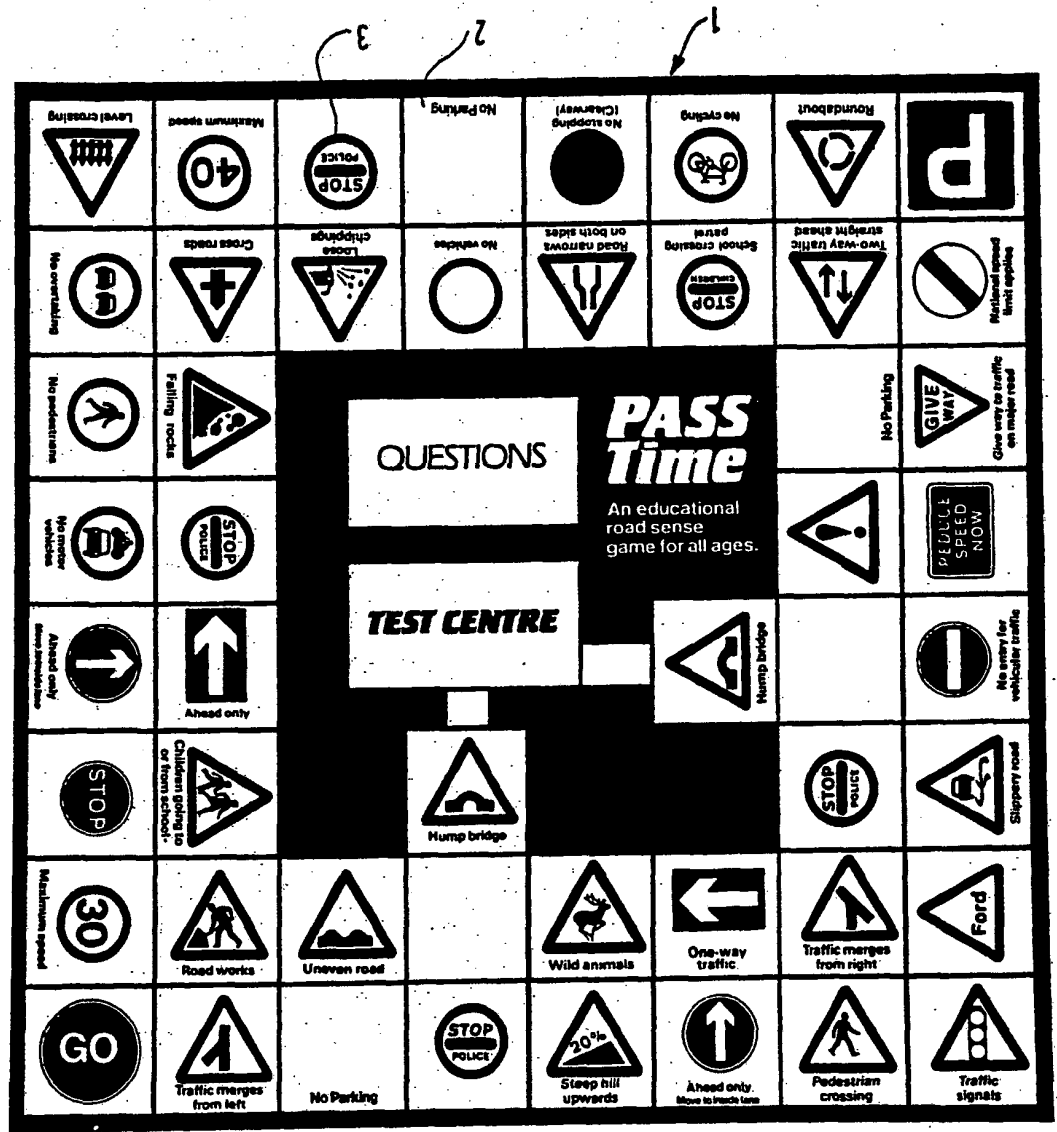
The game may be based on air/sea traffic signs or on chemical/electrical symbols.



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FIG 1



BOARD GAME

This invention relates to a board game.

5 According to the present invention an educational board game comprises a playing board marked with a sequential arrangement of symbols, at least one throwing die, at least two playing pieces each for placing upon one of the said symbols and a plurality of cards each marked with a different question relating to the general theme of the particular symbols in use.

10 According to a further aspect of the present invention an educational board game comprises a playing board marked with a sequential arrangement of road traffic signs or road traffic markings, at least one throwing die, at least two playing pieces each for placing upon one traffic sign or traffic marking and a  
15 plurality of cards each marked with a different road safety or road traffic question.

One example of a board game, in accordance with the present invention, will now be described with reference to the accompanying drawing, in which:-

20 Figure 1 is a plan view of a playing board.

One side of a cardboard playing board 1 is marked so as to be generally divided into a plurality of small squares 2 each of which contains a single road traffic sign 3. The selection of traffic signs 3 are randomly  
25 arranged throughout the array of squares 2.

As seen in Figure 1, the squares are arranged into a pair of lanes, one lane along the perimeter of the board and the other immediately inside the outer lane. The area of the board 1 which is surrounded by both the  
30 lanes contains a pair of further small squares 2, a rectangle marked as a "test centre" 4 and a further rectangle 5 upon which a pack of testing cards can be placed.

The game also incorporates one conventional throwing die, and one playing piece for each player who wishes to play the game.

5        To play the game, all the playing pieces are initially located upon the square marked with the circular "GO" sign, and the first player rolls the die.

The die will then show a score of "x" and play r 1 will move his playing piece "x" squares clockwise from the "GO" square on the outer lane.

10       Player 1 now must do one of three things:-

(i) move again according to any directions given on the square which his playing piece occupies, (ii) miss one turn according to any directions given on the square which his playing piece occupies, or, (iii) answer the  
15       question on the top card of the pack of testing cards. Clearly if the playing piece of player 1 lands upon the "STOP" sign, then player 1 must miss a turn, and if the playing piece should land upon the "AHEAD ONLY - move to inside lane" sign, then player 1 would move his piece to  
20       the inside lane. If the playing piece of player 1 is a "pedestrian", as opposed to a motor vehicle, then it could not remain on a "NO PEDESTRIANS" sign and player 1 would have to roll the die once more to move his piece to another square.

25       If player 1 has to answer a question then a player other than player 1 would draw the top card of the testing pack and read out the question on the card. If player 1 gave the correct answer on his first attempt he could roll the die and move again, if he gave a wrong  
30       answer he would miss a turn, and if he did not know the answer his piece would remain on that square until his next turn.

35       Once player 1 cannot move any further, player 2 rolls the die and moves his playing piece according to the same rules as player 1.

In this embodiment, all players' pieces initially start from the "GO" sign and move in a clockwise direction around the outer lane and then clockwise around the inner lane. If a playing piece should land upon one of the two blank squares on the inner lane, then the piece must remain on that square until the player controlling it rolls a score of 6 on the die. Immediately that a 6 has been achieved the playing piece is able to go over the "hump bridge" square and enter the "Test Centre". Once in the Test Centre the player is asked 3 questions selected from the pack of tester cards, and if he gets 2 out of 3 correct he wins the game. Otherwise the playing piece is relegated to the "GO" sign.

The game is very well suited for teaching and instructional purposes as it encourages players of the game to learn the appearance and meaning of road traffic signs, and the testing cards can encourage players to study the Highway Code. The fact that a particular person controls a pedestrian, a motor car, a pedal cycle or any other type of road user also encourages a more general understanding of the rights and obligations of particular classes of road user.

It should be clearly understood that the scope of the present invention is not limited to a board game based upon road traffic signs, as the game can be adapted to other forms of information. For example, the game could be based on air traffic or sea traffic signs, or on chemical or electrical symbols or on any other field in which there are a plurality of symbolic instruction signs.

CLAIMS

1. An educational board game comprising a playing board marked with a sequential arrangement of symbols, at least one throwing die, at least two playing pieces each for placing upon one of the said symbols and a plurality of cards each marked with a different question relating to the general theme of the particular symbols in use.
2. An educational board game according to Claim 1, wherein the playing board is marked with a sequential arrangement of road traffic signs and/or road traffic markings.
3. An educational board game according to Claim 2, wherein the playing board is marked so as to be divided into a plurality of small areas, each such area containing one road traffic sign or road traffic marking.
4. An educational board game according to Claim 3, wherein the selection of traffic signs and/or road markings are arranged randomly throughout the said small areas.
5. An educational board game according to Claims 2, 3 or 4, wherein the said traffic signs and/or road markings are arranged into a pair of lanes, one lane adjacent the perimeter of the board and the other lane immediately inside the outer lane.
6. An educational board game according to Claim 5, wherein two further areas are marked in the large area defined by the inner lane.
7. An educational board game according to Claim 6, wherein one of the two said further areas is adapted (or marked) to receive a pack of testing cards.
8. An educational board game according to Claims 6 or 7, wherein one of the said further areas is marked so as to constitute a location from which a player first moves his playing piece or to which a player finally moves his playing piece.
9. An educational board game according to Claim 8, wherein all players' pieces commence the game located on

a starting position at or near an outer corner or edge of the playing board.

10. An educational board game according to one or more of Claims 2 to 9, wherein the playing pieces are formed to represent at least a selection of the following:- a pedestrian, a pedal cycle, a motorcycle, a moped, a motor car, a motor car towing a trailer or a caravan, an agricultural tractor, or any other type of road user.

11. An educational board game according to Claim 1, wherein the playing board is marked with a sequential arrangement of air or sea traffic symbols.

12. An educational board game according to Claim 1, wherein the playing board is marked with a sequential arrangement of chemical or electrical symbols.

13. An educational board game substantially as hereinbefore described with reference to the accompanying drawing.